

**Amendments to the Claims:**

This listing of claims replaces all prior versions, and listings, of claims in the above-captioned application.

**Listing of Claims:**

1. (Currently Amended) A method of integrating casino gaming with non-casino interactive gaming at a central server system ~~using a casino-based, player-operated gaming machine~~, comprising:

offering a plurality of wagering games on the central server system, the plurality of wagering games each including audiovisual content and game software for generating a random event, the audiovisual content including computer-generated image and animation data representing the random event;

establishing a communications link between the central server system and a player-operated ~~accessing a web-based central server system from the gaming machine in a land-based casino, the gaming machine being linked to the central server system by a reconfigurable, multi-site computer network;~~

conducting a first of the wagering games via the player-operated gaming machine, wherein the audiovisual content for the first of the wagering games is presented at the gaming machine;

establishing, via a reconfigurable computer network, a communications link between the central server system and a player-operated computing device remote from any land-based casino;

authorizing the computing device to access a second of the wagering games offered on the central server system;

~~configuring said gaming machine from said central server system for conducting a wagering game; and~~

conducting, via the gaming machine, said the second of the wagering games via the player-operated computing device by ~~on the computer network by receiving a wager from a~~

~~player, generating a random event for the second of the wagering games at the central server system, and providing an award to the player for a winning outcome of the random event;~~

~~wherein the wagering game includes downloaded audiovisual content for the second of the wagering games is presented at the computing device representing a randomly selected and dynamically generated outcome of the wagering game and the step of conducting the wagering game includes displaying the audiovisual content on the gaming machine.~~

2. (Original) The method of claim 1, wherein the wagering game is selected from a group consisting of slots, poker, bingo, keno, and blackjack.

3. (Original) The method of claim 1, wherein the computer network includes an intranet.

4. (Canceled)

5. (Canceled)

6. (Currently Amended) The method of claim 1, further including downloading the audiovisual content for the second of the wagering games from the central server system to the gaming machine, and wherein the ~~step of~~ conducting the second of the wagering games includes executing the game software at the central server system.

7. (Currently Amended) The method of claim 1, further including downloading the audiovisual content and the game software for the first of the wagering games from the central server system to the gaming machine, and wherein the ~~step of~~ conducting the first of the wagering games includes displaying the audiovisual content and executing at least a substantial portion of the game software at the gaming machine.

8. (Currently Amended) The method of claim 1, wherein the offering step of ~~accessing the central server system~~ includes offering ~~accessing~~ a web site operated by the central server system.

9. (Currently Amended) The method of claim 1, ~~wherein the wagering game includes audiovisual content and game software for generating the random event, and~~ wherein the gaming machine is free of a game engine for executing the game software.

10. (Currently Amended) A method of integrating casino gaming with non-casino interactive gaming, comprising:

offering a plurality of wagering games on a central server system, the plurality of wagering games each including audiovisual content and game software for generating a random event, the audiovisual content including computer-generated image and animation data representing the random event;

providing a player-operated gaming machine in a land-based casino and linked to the central server system;

~~configuring a player-operated gaming machine and a player-operated computing device from said central server system for conducting said wagering games;~~

conducting a first of the one of the wagering games via and local to said the player-operated gaming machine, wherein the audiovisual content for the first of the wagering games is presented at the gaming machine; in a land-based casino, the gaming machine being linked to the central server system by a reconfigurable computer network; and

providing a player-operated computing device remote from any land-based casino and linked to the central server system by a reconfigurable computer network;

authorizing the computing device to access a second of the wagering games offered on the central server system; and

conducting the second of the same or another of the wagering games via said the player-operated computing device, wherein the random event for the second of the wagering games is generated at the central server system and wherein the audiovisual content for the second of the

~~wagering games is presented at the computing device, remote from any casino and linked to the central server system, wherein the plurality of wagering games each include downloaded audiovisual content representing a randomly selected and dynamically generated outcome of the wagering game and game software for generating a random event; wherein the step of conducting the one of the wagering games via and local to said player-operated gaming machine includes displaying the audiovisual content on the gaming machine and executing the game software at the central server system.~~

11. (Currently Amended) The method of claim 10, wherein the conducting the first wagering game steps each includes receiving a wager from a player, generating a random event, and providing an award to the player for a winning outcome of the random event for the first wagering game, and wherein the conducting the second wagering game includes receiving a wager from a player and providing an award to the player for a winning outcome of the random event for the second wagering game.

12. (Original) The method of claim 10, wherein the plurality of wagering games are selected from a group consisting of slots, poker, bingo, keno, and blackjack.

13. (Original) The method of claim 10, wherein the computer network includes an intranet.

14. (Original) The method of claim 13, wherein the computing device is linked to the central server system by the Internet.

15. (Original) The method of claim 14, further including enabling the computing device to be linked to the central server system by the Internet using a security key.

16. (Canceled)

17. (Canceled)

18. (Canceled)

19. (Currently Amended) The method of claim 10, further including downloading the audiovisual content and the game software for the first wagering game from the central server system to the gaming machine, and wherein the ~~step of~~ conducting the first one of the wagering games via a player-operated gaming machine includes displaying the audiovisual content for the first wagering game and executing the game software for the first wagering game at the gaming machine.

20. (Canceled)

21. (Currently Amended) The method of claim 10, further including downloading the audiovisual content for the second wagering game from the central server system to the computing device, and wherein the ~~step of~~ conducting the second of the wagering games ~~same or another of the wagering games~~ via ~~[[a]]~~ the player-operated computing device includes displaying the audiovisual content for the second wagering game at the computing device and executing the game software for the second wagering game at the central server system.

22. (Currently Amended) The method of claim 10, wherein the ~~step of~~ offering ~~[[a]]~~ the plurality of wagering games on ~~[[a]]~~ the central server system includes posting the wagering games on a web site operated by the central server system.

23. (Currently Amended) The method of claim 10, ~~wherein the wagering games include audiovisual content and game software for generating a random event,~~ and wherein the gaming machine is free of a game engine for executing the game software such that the game software for the first wagering game is executed by the central server system.

24. (Currently Amended) The method of claim 10, wherein at least one of the wagering games includes a basic version that is conducted over the reconfigurable computer network at the central server system.

25. (Currently Amended) The method of claim 24, wherein the ~~step of~~ conducting ~~one of the~~ first of the wagering games via a player-operated gaming machine includes playing the basic version over the computer network using JavaScript or other language.

26. (Currently Amended) The method of claim 24, wherein the ~~step of~~ conducting the second ~~same or another~~ of the wagering games via ~~[[a]]~~ the player-operated computing device includes playing the basic version using JavaScript or other language.

27. (Currently Amended) The method of claim ~~[[10]]~~ 24, wherein at least one of the wagering games includes an enhanced version having upgraded audiovisual content relative to the basic version.

28. (Currently Amended) The method of claim 27, further including downloading the upgraded audiovisual content of the enhanced version from the central server system to the computing device and storing the upgraded audiovisual content locally on the computing device.

29. (Original) The method of claim 27, further including downloading the upgraded audiovisual content from the central server system to the gaming machine and storing the audiovisual content locally on the gaming machine.

30. (Original) The method of claim 10, wherein at least one of the wagering games includes a basic version and an enhanced version, the enhanced version having upgraded audiovisual content relative to the basic version, wherein when the basic version is conducted via one of the computing device and the gaming machine, the basic version is played using JavaScript or other language, and wherein when the enhanced version is conducted via one of the computing device and the gaming machine, the upgraded audiovisual content is downloaded to and stored locally on the one of the computing device and the gaming machine.

31. (Currently Amended) A central server ~~web-based~~ system for integrating casino gaming with non-casino interactive gaming, comprising:

~~a central server system offering a plurality of wagering games offered by the central server system, each of the plurality of wagering games including audiovisual content and game software for generating a random event, the audiovisual content including computer-generated image and animation data representing the random event; and~~

a controller programmed to:

establish a communication link between the central server system and a

~~a plurality of~~ player-operated gaming machine[[s]] located in a land-based casino,

conduct a first of the wagering games via the player-operated gaming machine, the audiovisual content for the first wagering game being presented at the gaming machine,

~~establish, via and linked to the central server system by a reconfigurable computer network, a communications link between the central server system and the gaming machines being used to locally conduct one of the wagering games; and a player-operated computing device remote from any land-based casino,~~

authorize the computing device to access a second of the wagering games offered on the central server system, and

conduct the second of the wagering games via the player-operated computing device by generating the random event of the second wagering game at the central server system, the audiovisual content for the second wagering game being presented at the computing device

~~and linked to the central server system, the computing device being used to conduct the same or another of the wagering games, said central server system adapted to configure said player-operated gaming machines and said player-operated computing device for conducting said wagering games;~~

~~wherein the plurality of wagering games each include downloaded audiovisual content representing a randomly selected and dynamically generated outcome of the wagering game and game software for generating a random event; and wherein the central server system executes the game software, and the gaming machines receive the audiovisual content from the central server system and store the audiovisual content locally.~~

32. (Original) The system of claim 31, wherein the plurality of wagering games are selected from a group consisting of slots, poker, bingo, keno, and blackjack.

33. (Original) The system of claim 31, wherein the computer network includes an intranet.

34. (Currently Amended) The system of claim 33, wherein the computer network includes computing device is linked to the central server system by the Internet.

35. (Original) The system of claim 34, wherein the computing device includes a security key enabling the computing device to be linked to the central server system by the Internet.

36. (Canceled)

37. (Canceled)

38. (Canceled)

39. (Currently Amended) The system of claim 31, wherein ~~at least one of~~ the gaming machine[[s]] receives the audiovisual content for the first wagering game and the game software for the first wagering game from the central server system, stores the audiovisual content for the first wagering game and the game software for the first wagering game locally, and executes the game software for the first wagering game.

40. (Currently Amended) The system of claim 31, wherein the central server system executes the audiovisual content for the second wagering game and the game software for the second wagering game ~~when the computing device is used to conduct the same or another of the~~ wagering games.



41. (Currently Amended) The system of claim 31, wherein the central server system executes the game software for the second wagering game, and wherein the computing device receives the audiovisual content for the second wagering game from the central server system and stores the audiovisual content for the second wagering game locally.

42. (Currently Amended) The system of claim 31, further comprising ~~wherein the central server system operates~~ a web site posting the plurality of wagering games and operated by the central server system.

43. (Currently Amended) The system of claim 31, wherein ~~the wagering game includes audiovisual content and game software for generating a random event, and~~ wherein at least one of the gaming machine[[s are]] is free of a game engine for executing the game software.

44. (Original) The system of claim 31, wherein at least one of the wagering games includes a basic version.

45. (Original) The system of claim 44, wherein the computing device plays the basic version using JavaScript or other language.

46. (Currently Amended) The system of claim 44, wherein the gaming machine[[s]] plays the basic version over the computer network using JavaScript or other language.

47. (Currently Amended) The system of claim ~~[[31]]~~ 44, wherein at least one of the wagering games includes an enhanced version having upgraded audiovisual content relative to the basic game.

48. (Original) The system of claim 47, wherein the computing device receives the upgraded audiovisual content from the central server system and stores the upgraded audiovisual content locally.

49. (Original) The system of claim 47, wherein the gaming machines receive the upgraded audiovisual content from the central server system and store the upgraded audiovisual content locally.

50. (Original) The system of claim 31, wherein at least one of the wagering games includes a basic version and an enhanced version, the enhanced version having upgraded audiovisual content relative to the basic version, wherein when the gaming machines or the computing device is used to conduct the basic version, the basic version is played using JavaScript or other language, and wherein when the gaming machines or the computing device is used to conduct the enhanced version, the upgraded audiovisual content is downloaded to and stored locally on the gaming machines or the computing device.

51. (Original) The system of claim 31, wherein the plurality of games are affiliated with a common entity.

52. (Canceled) A casino-based gaming machine located in a land-based casino, comprising:

interface circuitry for linking the gaming machine to a web-based central server system over a reconfigurable, multi-site computer network;

processing circuitry for accessing a wagering game on the central server system, the processing circuitry receiving downloaded audiovisual content representing a randomly-selected and dynamically-generated outcome of the wagering game from the central server system and storing the audiovisual content locally on the gaming machine; and

a user interface for receiving inputs from a player for playing the wagering game;

wherein said gaming machine is adapted to be configured from said central server system for locally conducting said wagering game.

53. (Canceled) The machine of claim 52, wherein the wagering game is selected from a group consisting of slots, poker, bingo, keno, and blackjack.

54. (Canceled) The machine of claim 52, wherein the wagering game including audiovisual content and game software.

55. (Canceled) The gaming machine of claim 54, wherein the gaming machine is free of a game engine for executing the game software such that the game software is executed by the central server system.

56. (Canceled)

57. (Canceled) The machine of claim 52, farther including a cabinet and a display mounted to the cabinet, the display being adapted to display the wagering game, the user interface being mounted to the cabinet.

58. (Canceled) The machine of claim 52, wherein the processing circuitry is adapted to play the wagering game over the computer network using JavaScript or other language.

59. (Canceled) A bank of a plurality of gaming machines on a casino floor, comprising a currency-enabled gaming machine and a plurality of non-currency-enabled gaming machines coupled to a central server system by a reconfigurable computer network, said bank of a plurality of gaming machines being arranged in a row.

60. (Canceled) The bank of claim 59, wherein; the non-currency-enabled gaming machine is part of a row of non-currency-enabled gaming machines, and further including a second currency-enabled gaming machine spaced from the currency-enabled gaming machine, the second currency-enabled gaming machine and the row of non-currency-enabled gaming machines being coupled to the central server system by the computer network, the row of non-currency-enabled gaming machines extending between the currency-enabled gaming machines.

61. (Canceled) The bank of claim 60, further including another row of non-currency-enabled gaming machines extending between the currency-enabled gaming machines and coupled to the central server system by the computer network, the non-currency-enabled gaming machines in the another row being back-to-back with the respective non-currency-enabled gaming machines in the row.

62. (Original) The method of claim 1, wherein the computer network supports TCP/IP protocols for transmission of data thereon.

63. (Original) The method of claim 10, wherein the computer network supports TCP/IP protocols for transmission of data thereon.

64. (Original) The system of claim 31, wherein the computer network supports TCP/IP protocols for transmission of data thereon.

65. (Canceled) The machine of claim 52, wherein the machine communicates with the computer network using TCP/IP protocols.

66. (New) A method of integrating casino gaming with non-casino interactive gaming, comprising:

offering a plurality of wagering games on the central server system, the plurality of wagering games each including audiovisual content and game software for generating a random event, the audiovisual content including computer-generated image and animation data representing the random event;

establishing a communications link between the central server system and a plurality of player-operated gaming machines in a land-based casino;

causing a first of the wagering games to be conducted via a first of the gaming machines by generating a random event for the first wagering game at the first gaming machine, wherein

the audiovisual content for the first of the wagering games is presented at the first gaming machine;

establishing, via a reconfigurable computer network, a communications link between the central server system and a player-operated computing device remote from any land-based casino;

authorizing the computing device to access a second of the wagering games offered on the central server system over the computer network; and

causing the second of the wagering games to be conducted via the player-operated computing device by generating a random event for the second of the wagering games at the central server system;

wherein the audiovisual content for the second of the wagering games is presented at the computing device.

67. (New) The method of claim 66, further comprising downloading the game software for the first wagering game from the central server system to the first gaming machine.

68. (New) The method of claim 66, further comprising downloading the audiovisual content for the first wagering game from the central server to the first gaming machine.

69. (New) The method of claim 66, further comprising downloading the game software for the first wagering game from the central server system to the first gaming machine prior to the causing the first wagering game to be conducted; and downloading the audiovisual content for the first wagering game from the central server to the first gaming machine.

70. (New) The method of claim 66, wherein at least one of the wagering games includes a basic version that is conducted over the reconfigurable computer network at the central server system and at least another one of the wagering games includes an enhanced version having upgraded audiovisual content relative to the basic version.

71. (New) The method of claim 70, further including downloading the upgraded audiovisual content of the enhanced version from the central server system to the computing device and storing the upgraded audiovisual content locally on the computing device.

72. (New) The method of claim 66, wherein the plurality of gaming machines includes a second gaming machine that is free of a game engine for executing the game software, the method further comprising:

causing a third of the wagering games to be conducted via a second gaming machine, wherein the audiovisual content for the third wagering game is presented at the second gaming machine; and

executing the game software for the third wagering game at the central server system.